KNUCKLES™

KNOCK-OUT SPECIAL

PUNCHY NEW STORIES!

SPECIAL GUEST'S CHAOTIX!

WIN! A KNUCKLES CUDDLY TOY! MEGA 32X & GAMES!

KNUCKLES INTERVIEW! PIN-UP & MORE!

A FIRST EDITION

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£2.10 SUMMER 96

SEGA'S FISTICUFFED HERO MAKES HIS MARK!

COME ON, YOU KNOS!

Welcome, K.F.C. supporters! We're not talking about the finger lickin' variety! No, K.F.C. stands for (repeat after me) - Knuckles Fan Club - so don't forget. It also means that anything looking remotely blue and spiky can take a back seat!

Ever since Sega's energetic Echidna knuckled his way on to the video game scene, he has amassed an army of avid followers and instantly shot to Sega superstar status in his own right.

In honour of his achievements, we've pulled out all the stops to bring you, the fans, this special show-case issue crammed with things to read, do, and nose through.

As this is the *first ever* issue of its kind, I'll hold you back no longer and leave you to knuckle-down and enjoy!

Knuckle Head (K.F.C. Chair Person)

We want to hear from each and every one of you! Write in, say hello, and tell us what you liked (or disliked) about this Knuckles Knock-out Special. Send your letters to:-

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25-31 Tavistock Place
London WCIH 9SU

Or you can send your e-mail messages to:-
knuckles@egmont.co.uk

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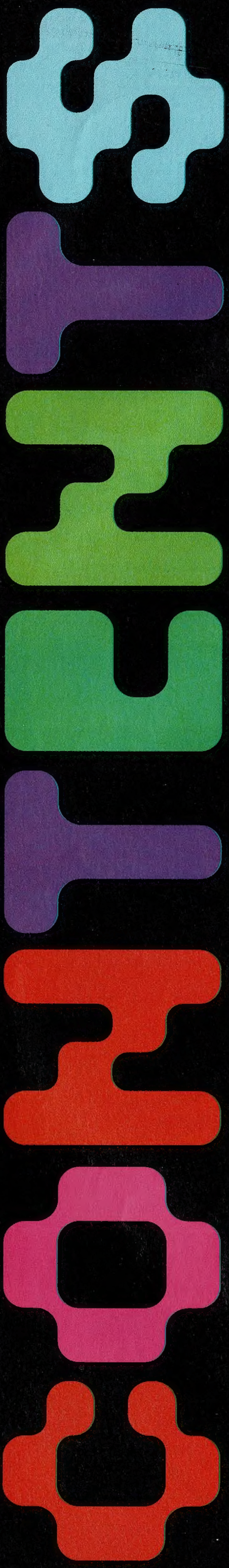

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Special thanks to:- Richard Burton, Carl Flint, Lynne Gibbs, William Potter.
Sega Europe, Sega Technical Institute (US).

HIGH ABOVE PLANET MOBIUS THERE IS AN ISLAND IN THE SKY.

THE FLOATING ISLAND.

A LONE FIGURE GAZES UP INTO SPACE AND WONDERS WHEN HIS LOST PEOPLE WILL RETURN.

HIS NAME IS KNUCKLES! HE IS THE GUARDIAN OF THE FLOATING ISLAND.

TRAITOR OF THE LOST PYRAMID

SPECIAL GUESTS CHAOTIX!

Script: NIGEL KITCHING
Art: MIKE WHITE
Lettering:
ELLIE DE'VILLE

HEY... WHAT'S THAT STRANGE GLOW?

HAH! IT'S OKAY, IT'S THE OMNI-VIEWER AND I BET I ALSO KNOW WHO'S TRAVELLING IN IT...

FA-ZAM!

THE CHAOTIX CREW!

YIPITY-YAPITY-DO! WE FOUND HIM, ESPIO!

BUTTON IT, CHARMY!

IT'S GOOD TO SEE YOU GUYS AGAIN!

STILL, I BET THIS ISN'T A SOCIAL CALL, VECTOR.

YOU'RE RIGHT THERE, KNUCKLES... WE'RE HERE ABOUT NACK!

NACK?

THE LAST TIME I SAW THE LITTLE CREEP HE WAS BADLY INJURED BY A BLAST FROM A METALLIX!*

YOU ASK ME, HE DESERVED IT FOR BETRAYING YOU GUYS!

WE TOOK HIM BACK TO OUR HOME IN THE SPECIAL ZONE WHERE HE STARTED SERVING HIS SENTENCE IN A PRISON HOSPITAL.

WOOO

THE ANCIENT CITY OF SANDOPOLIS IS *HERE* ON THE FLOATING ISLAND.

SINCE YOU *OWN* THE FLOATING ISLAND, WE NEED YOUR PERMISSION TO TRACK NACK DOWN.

YOU GOT IT, MIGHTY! BUT I'M COMING WITH YOU!

OMNI, TAKE US TO SANDOPOLIS CITY.

RIGHT AWAY, VECTOR!

FA-ZAMM!

FA-ZAMM!

THIS IS IT. SANDOPOLIS CITY!

THE PYRAMID... BUT THAT'S *IMPOSSIBLE!* THE LAST TIME I WAS HERE I LEFT IT *BURIED* UNDER THE SAND!*

* SEE SONIC THE COMIC ISSUE 47 AND 48.

YEP, THIS LOOKS LIKE NACK'S VEHICLE, ALL RIGHT!

IT'S *HOW* HE GOT THROUGH THE FLOATING ISLAND'S PROTECTIVE FORCEFIELD I CAN'T FIGURE OUT.

NACK'S A TECHNICAL *WIZARD*... WHEN IT COMES TO THINGS SCIENTIFIC, *NOTHING* STOPS HIM.

THE PYRAMID DOOR IS *OPEN*... LET'S TAKE A LOOK!

BOY OH BOY, IT SURE IS *SPOOKY-OOKY* IN HERE!

QUIET, CHARMY... WE WANT TO TAKE NACK BY SURPRISE, *REMEMBER?*

YAAAAA!

NO! I FORGOT ABOUT THE *GHOSTS!*

GHOSTS? CAN THEY *HARM* US?

I'D SAY '*YES*' TO THAT ONE!

AAAGGGHHH!

QUICK, *THIS* WAY! I CAN SEE A *LIGHT*... THE GHOSTS CAN'T EXIST IN THE LIGHT!

TAKE IT *EASY* BUDDY, YOU'LL BE OKAY!

COLD... SO *COLD!*

TH... THEY'RE STARTING TO FADE!

WE MADE IT!

HEY, LOOK OVER THERE... FANCY SEEING HIM HERE!

NACK, THE WEASEL!

SO YOU'VE FOUND ME. VERY CLEVER OF YOU!

OH, IT WAS 'NACK' WE WERE LOOKING FOR, I THOUGHT YOU SAID 'MACK'!

GIVE UP, NACK... WE'VE GOT YOU NOW!

YOU WANT ME TO GO BACK WITH YOU AND FINISH SERVING MY TIME? HOW AMUSING!

THE ACTION CONTINUES ON PAGE 14...

CHAOTIX-TICS!

The Chaotix Crew are Knuckles' allies on the Floating Island. A force to be reckoned with, they are united by a sole mission; to save the island from the likes of the meddling, Doctor Robotnik. Have they got what it takes? Find out in their fascinating fact files ...

A natural born leader, he's smart, snappy, cool and calculating. Don't be fooled by his smile - behind those pearly white gnashers lies a vice-like jaw lock!

SKILL RATING

STRENGTH

1 2 3 4 5 6 7 8 9 10

SPEED

1 2 3 4 5 6 7 8 9 10

SPECIAL ABILITIES

Strategic decision-maker and hi-tech mechanic.

WEAKNESS

Hopping and bopping to the 'Crocodile Rock'!

VECTOR
THE CROCODILE

MIGHTY
THE ARMADILLO

Tough on the outside and on the inside, his bony amour-plating can with-stand any amount of battering from Badniks. Supreme confidence is his key to handling sticky situations.

SKILL RATING

STRENGTH

1 2 3 4 5 6 7 8 9 **10**

SPEED

1 2 3 4 5 6 7 **8** 9 10

SPECIAL ABILITIES

A smart, all-round fighter.

WEAKNESS

Claims not to have any.

CHARMY BEE

Having wandered on to the island by accident, Charmy has been getting into topsy-turvy situations ever since. Renowned for catchphrases such as "Righty-diddly-do", this flighty little fella has a witty way with words!

SKILL RATINGS

STRENGTH

1 2 3 **4** 5 6 7 8 9 10

SPEED

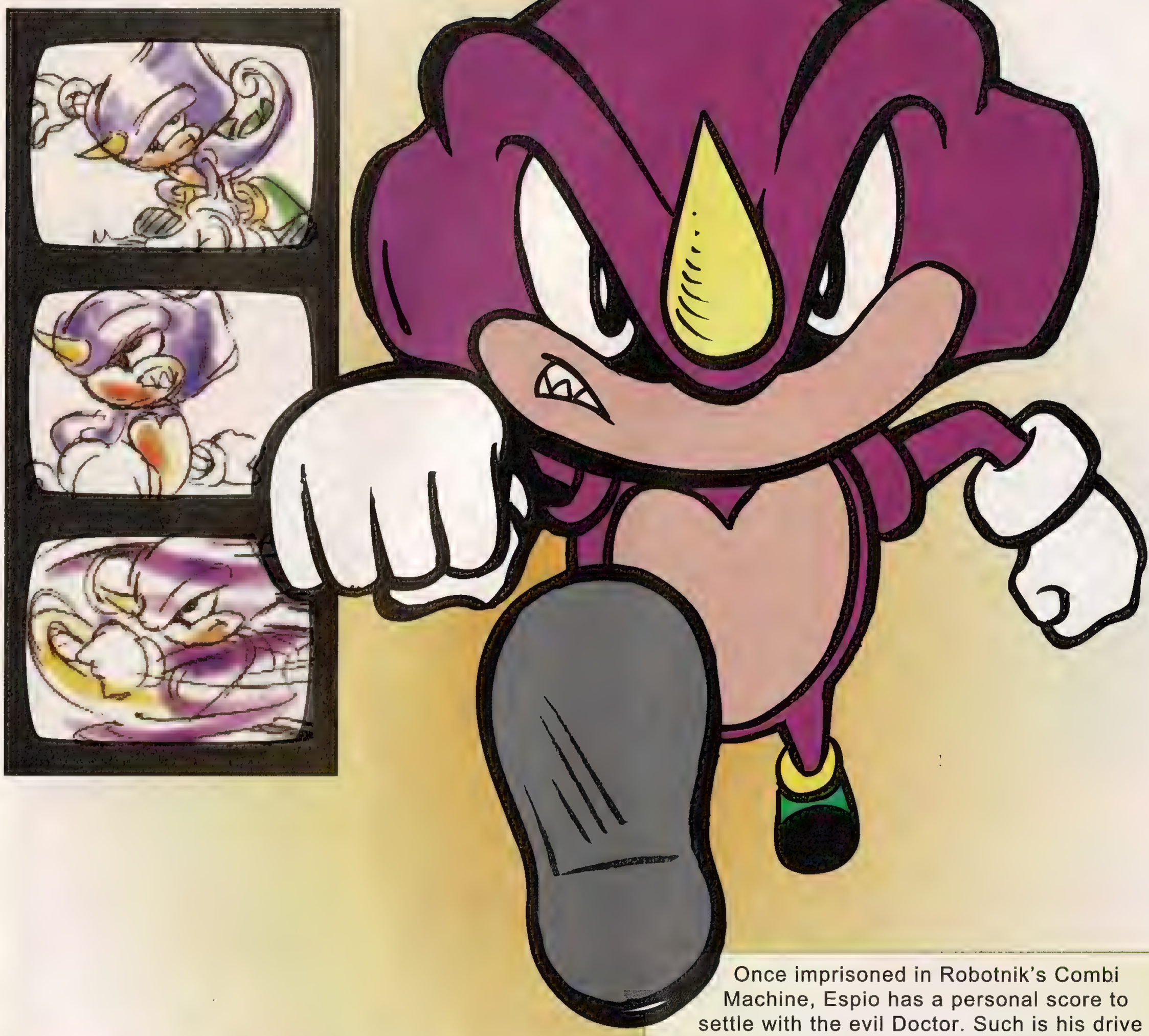
1 2 3 4 5 6 7 8 9 **10**

SPECIAL ABILITIES

The only one who can fly, he's an aerial acrobat with rapid reflexes.

WEAKNESS

His annoying, bumbling nature!



ESPIO
THE CHAMELEON

Once imprisoned in Robotnik's Combi Machine, Espio has a personal score to settle with the evil Doctor. Such is his drive and determination, he's often advised to 'chill out' for his own good.

SKILL RATINGS

STRENGTH

1 2 3 4 5 6 7 8 **9** 10

SPEED

1 2 3 4 5 6 7 8 9 **10**

SPECIAL ABILITIES

Spinning-top attack and powers of invisibility.

WEAKNESS

Hot-tempered and impatient.

CHUCKLES WITH KNUCKLES!

Kick up your heels and have a bellyful of laughs with these side-splitting, rib-tickling, jokes and puns. Well, how else does an Echidna keep himself amused?

FIVE USES FOR A SQUASHED HEDGEHOG ...

1) Brillo pad
2) Hair brush
3) Door mat
4) Pin-cushion
5) Frisbee

How does Knuckles keep the Chaos Emeralds clean?
By using KNUCKLE-DUSTERS!

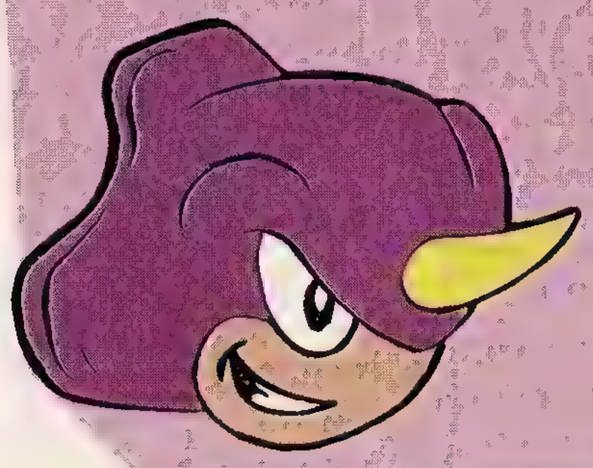
What's red on the inside and yellow on the outside?
Knuckles disguised as a banana!

How do you measure the speed in which Sonic runs?
In MILES PER-HOUR!

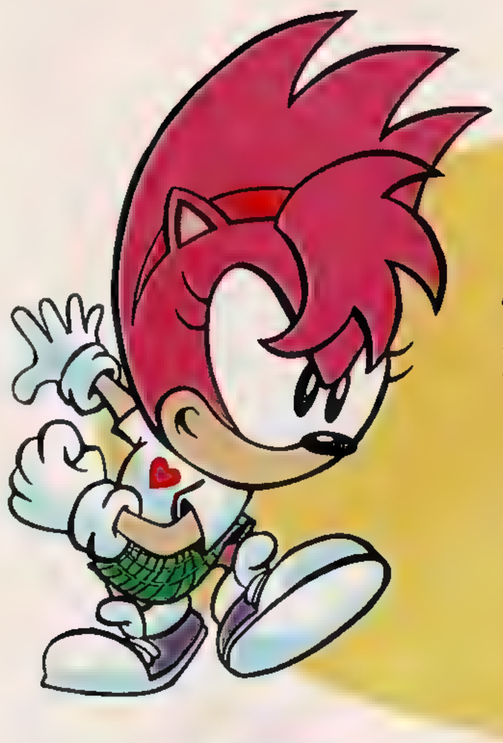
Why can't Sonic keep a secret?
Because he's always TELLING TAILS!

Why does Robotnik love to go to the museum?
Because of the EGG-hibits!

Who can't take Chaotix seriously?
Espio the COMEDIAN!



What kind of tests did Robotnik take at school?
EGGS-ams!
... Did he do well?
No, he was EGGS-pelled!



Amy: "Fancy a dance, Sonic?"
Sonic: "I'd much prefer the QUICK-STEP, Amy!"

Who's fat, furious, and stuck to his chair?
Doctor RoBOSTICK!

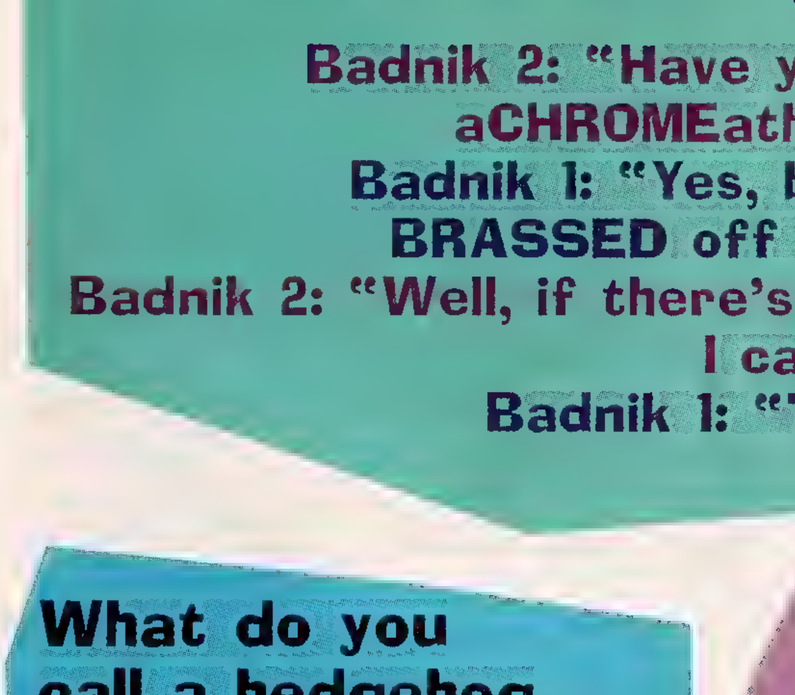
Badnik 1: "IRON feeling tired."
Badnik 2: "OIL bet it's METAL fatigue!"
Badnik 1: "Yes, I just need a RUST!"

Badnik 1: "IRON STEEL feeling tired ..."
Badnik 2: "Have you tried aCHROMEatherapy?"
Badnik 1: "Yes, but I got BRASSED off with it!"
Badnik 2: "Well, if there's any TIN I can do ..."
Badnik 1: "TANKS!"

How many Badniks does it take to change a lightbulb?
A lot. They always make a habit of NICKING them!

Amy: "Do you want to boogie, Tails?"
Tails: "Sorry, Amy. I'm more into the FOXTROT!"

What do you call a hedgehog covered in vinegar?
Prickle!



Grimer: "Doctor, doctor, when will I recover from my Mobian measles?"
Doctor Robotnik: "How should I know, I don't make RASH promises!"

Knock! Knock!
Who's there?
Nack!
Who's there?
Nack! NACK!
Stop knocking! I'm coming!

What is Vector the Crocodile's favourite card game?
Snap!

WAIT A MINUTE... WHEN I LEFT THIS PYRAMID BEFORE, IT WAS FLOODED WITH SAND.

AND THE TREASURE... THIS ROOM WAS FILLED WITH STUFF!

TRAITOR OF THE LOST PYRAMID

ACTION CONTINUED

YOU CAN'T HAVE REMOVED EVERY-THING ALL BY YOURSELF!

YOU WANT ME TO EXPLAIN? EXCELLENT... I LOVE EXPLAINING THINGS. EVEN TO CREATURES AS STUPID AS YOU!

YOU'RE STANDING ON THE SAND...

NO WAY, THERE WAS MUCH MORE THAN THIS...

YOU'RE INTERRUPTING ME... THAT'S VERY RUDE, YOU KNOW.

YOU WANT TO SEE THE TREASURE? WELL, HERE IT IS!

COME OFF IT, WEASEL, SOME OF THE ITEMS WERE AS TALL AS THIS ROOM!

:SIGH: LET ME DEMONSTRATE... YOU SEE THIS SARCOPHAGUS? IT IS THE LAST PIECE OF TREASURE. I WAS WORKING ON IT WHEN YOU CLOWNS TUMBLED IN HERE. WATCH!

ZYNNC!

IT...IT'S SHRINKING!

THAT'S RIGHT, VECTOR. I ALSO DID THE *SAME* WITH THE SAND... THAT'S HOW I WAS ABLE TO GET IN HERE!

IN IT GOES WITH THE REST... OF COURSE, ONCE I GET BACK TO MY HIDE-OUT I'LL *ENLARGE* IT AGAIN... IT'S WORTH MORE THAT WAY!

WELL, IT'S BEEN *FUN* FOOLING YOU, BUT IT'S TIME FOR ME TO GO NOW!

WHAT MAKES YOU THINK WE'RE JUST GOING TO LET YOU WALK OUT OF HERE?

BECAUSE OF *HIM*...

MEET THE *GUARDIAN* OF THE TREASURE CHAMBER! WHEN I FOUND HIM, HE'D BEEN OUT OF COMMISSION FOR *CENTURIES!*

NOW HE WORKS FOR *ME*. GUARDIAN, *DESTROY THEM ALL!*

YOU'VE GOT TO HAND IT TO OLD NACK, HE KNOWS ALL THE TRICKS OF THE TRADE!

SHUT UP, CHARMY!

WHAT? I'VE LEFT MY SHRINKING DEVICE BEHIND...NEVER MIND, I CAN ALWAYS BUILD A NEW ONE!

AGGGH!

KROOOM!

YAAAA!

THESE GUARDIANS WERE MEANT TO BE *INDESTRUCTIBLE!*

THUDD!

AGGGH!

WHAKK!

THAT IS *RIGHT*, INTRUDER!

QUICKLY CREW, ATTACK, I CAN'T HOLD HIM FOR LONG!

YOU CAN NOT HOLD ME AT ALL!

SHRAKKK!

AGGGH!

ZYNNG!

WHAT IS THIS? SOMETHING IS WRONG!

JUST BRINGING YOU DOWN TO SIZE, PAL! PRETTY CARELESS OF NACK TO LEAVE THIS GIZMO BEHIND. IT WASN'T HARD TO FIGURE OUT HOW IT WORKED...

THIS LITTLE GUY WON'T BE GIVING US ANY MORE TROUBLE...

I DUNNO... HE COULD GIVE YOU A NASTY NIP!

RIGHT, LET'S GET NACK ...AND WATCH OUT FOR THOSE GHOSTS!

TOO LATE ... HE'S ALREADY AIRBORNE! WE CAN'T STOP HIM NOW!

YOU'RE FORGETTING ME, ESPIO ... I CAN FLY!

NO HE WASN'T, CHARMY... HE JUST HAPPENS TO KNOW YOU'RE USELESS!

BUZZ OFF, YOU CAN'T GET TO ME IN HERE!

DONK!

OH, POO!

STAND BACK CREW, LIKE I I SAID, I'VE FIGURED OUT HOW THIS GIZMO WORKS!

IF I'M RIGHT, THIS THING IS DESIGNED TO RESTORE OBJECTS TO THEIR TRUE SIZE AFTER IT'S SHRUNK THEM!

ZYNNG!

KRRRK!

I JUST HOPE NACK ISN'T TOO FAR AWAY!

SHRA-KOOOOM!

AGGGH!

CRIMINY!

WHOOOF!

QUIT WHINING! I OUGHT TO LET YOU HIT THE GROUND, YOU CREEP!

MINUTES LATER ...

RIGHT OMNI, LET'S GET NACK BACK WHERE HE BELONGS ... BEHIND BARS!

THANKS FOR YOUR HELP, KNUCKLES. COULDN'T HAVE DONE IT WITHOUT YOU!

UH, GUYS?...

GUYS?... AREN'T YOU GOING TO HELP ME PICK UP ALL THIS TREASURE?

WE'D LIKE TO, BUDDY, BUT WE'VE GOT TO GO NOW!

FAZAM!

WELL, THANKS A HEAP!

THE END.

A STAR IN THE MAKING!

HOW DID SEGA'S ENIGMATIC ECHIDNA COME INTO BEING? WHAT ARE THE SECRETS TO HIS SUCCESS? WHAT DOES THE FUTURE HOLD? NEIL 'KNOW-HOW' BRYANT GOES STRAIGHT TO THE TOP FOR THE NO-NONSENSE TRUTH.

Back in the early 1990's, at the Sega Technical Institute in America, plans were underway to develop a new character that had the same animal magnetism as Sonic the Hedgehog, but looked distinctly different and unique. Of all the animals in all the world, an Echidna was chosen. Everyone's instant reaction was *"What's an Echidna?"* (Readers should know by now that it is in fact, a spiny anteater). And with this, the seeds of intrigue were sown ...

Grooming their chosen subject for stardom was by no means an easy task, and a team of three Japanese designers were ready to create an exciting new look for their prodigy. Just like pop stars and film stars in the showbiz world, it's important for a video game star to have the right hair, clothing and accesories too. Taking his natural abilities such as physical strength, climbing, and digging, into consideration, the Echidna was fitted with his trademark spiked white gloves, flashy foot-wear, and metallic neck collar - wow, he now looked the business!

Such a special-looking animal obviously needed an equally special name. Humphrey the Echidna just didn't have that ring to it, while Dreads the Echidna, sounded too much like a bad guy. So after much brainstorming and head scratching, Sega boffins finally came up with Knuckles - well hard!

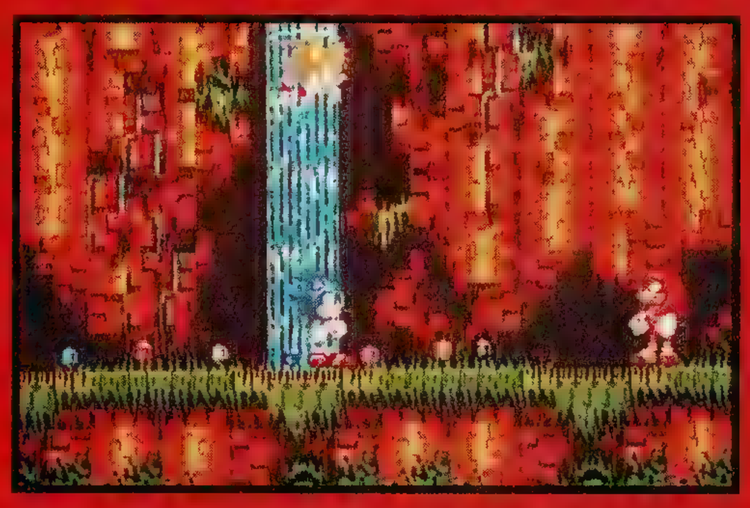
Having ploughed so much time and energy into moulding their new star, the big question was, would the public like him? Over the months, a series of tests were carried out, whereby various pictures of Knuckles were taken and shown to experts in the field of trend spotting - namely school children!

The pink rinse and sunset orange hair colours got the big thumbs down, and as for the curly perm, ahem, the less said about that, the better! It was by an overwhelming majority, that the 'red dreaded look' scored top marks. Not surprisingly, this was Sega's first choice too, and according to the designers, *"Red seemed exciting, cool and very unusual. Just like a Ferrari - perfect!"*.

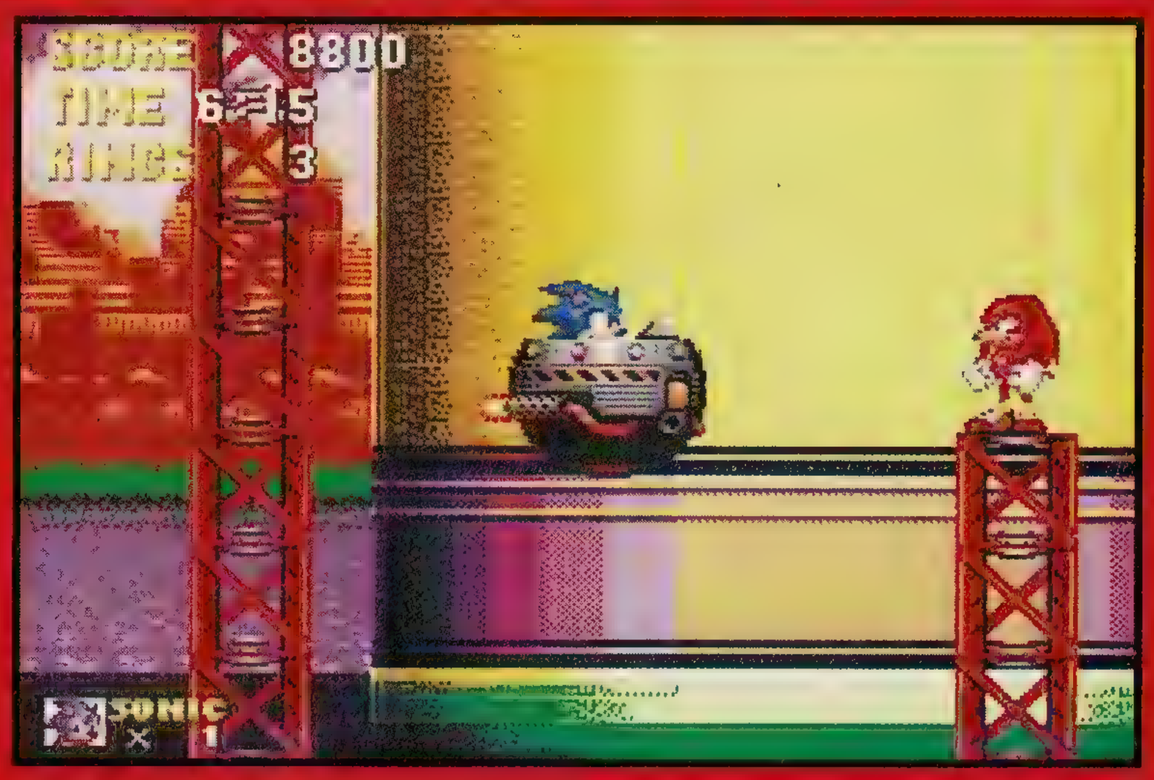
Alas, the time had come for Sega to pack their new star off into the video game world of flashing lights and sensational stages...

Round One

Knuckles makes his first attention-grabbing debut in ***Sonic 3***'s Angel Island Zone, and boy, did the cool blue one have a tough time of it!

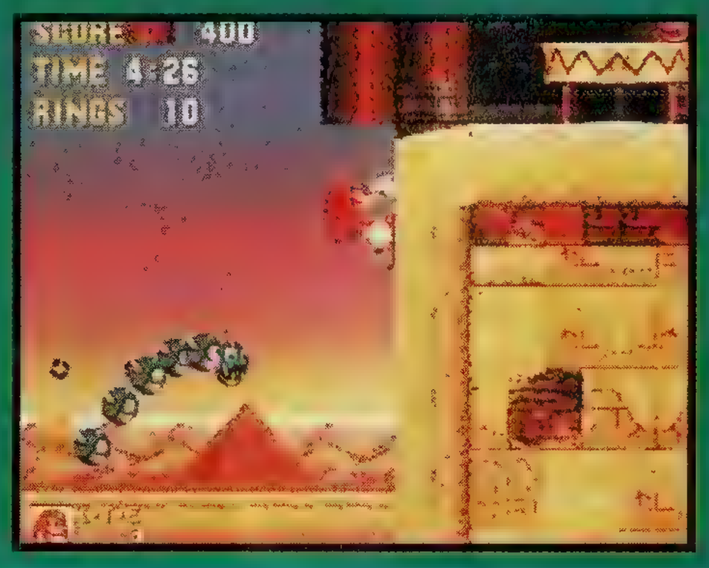


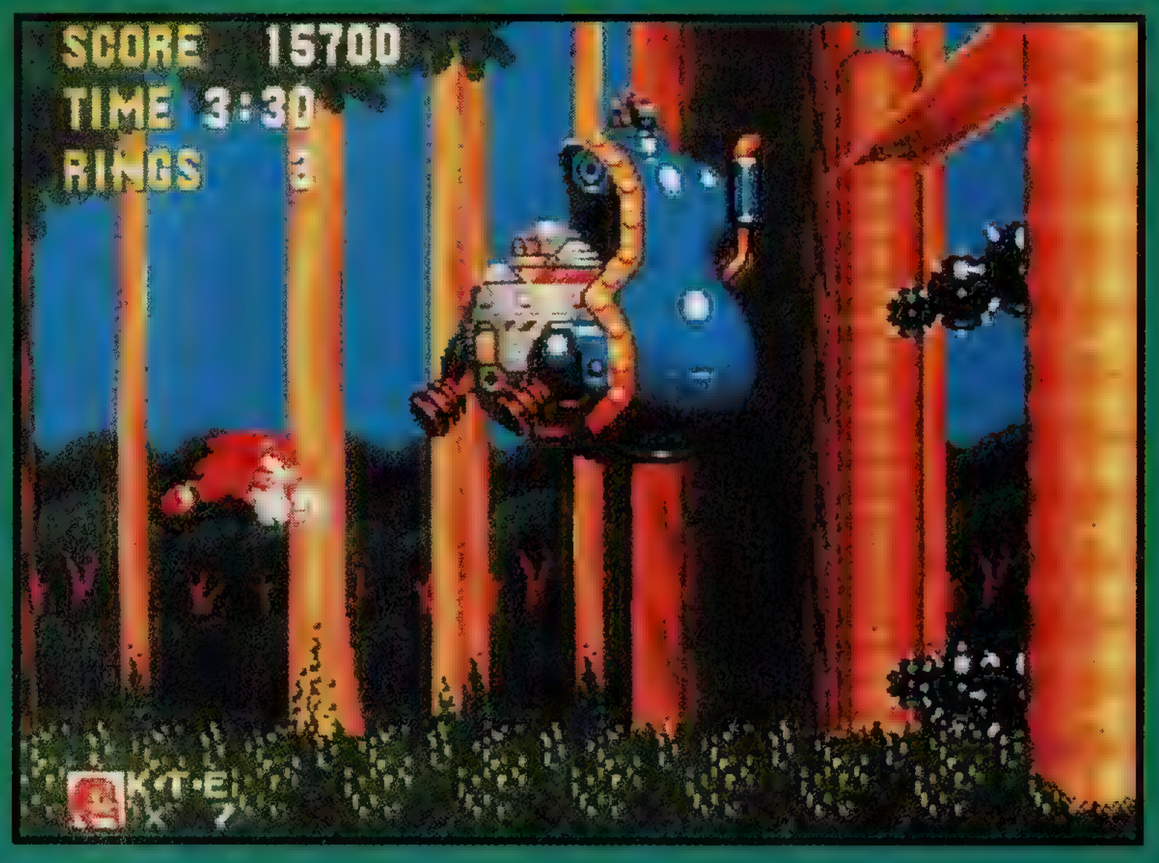
For once, Sonic's spikes were bent out of shape at meeting his match!



Round Two

The one-on-one ***Sonic & Knuckles***, boasted six new levels and two terrific 3D bonus rounds. Backwardly compatible, it enabled players to plug Sonic 1, 2, or 3, into S & K, thus allowing you to play as Knuckles. Fistful of fun or what?





Round Three

Knuckles' Chaotix spearheaded the launch of Sega's Mega Drive 32X release. Knuckles starring role stretched his physical abilities to the full, and with the help of the Chaotix Crew, gave Doctor Robotnik some egg-ceedingly bad headaches!

Sega's lead designer is as pleased as punch with Knuckles increasing popularity *"Nothing could be more satisfying than to have him turn out to be a hit!"* Looking into the future, there's more life in the Echidna yet, according to sources at Sega's Technical Institute, *"Knuckles will definitely be making more appearances in some of our future games. He is very talented, and we have lots of ideas about new things he can do ...".* Way cool!

SEGA 32X-TRA!

3 MEGA 32X/KNUCKLES' CHAOTIX PACKS TO BE WON!

A K.O. 32X-cessory!

Goggle over glorious 32-bit graphics!

PLUS

5 KNUCKLES' CHAOTIX GAMES FOR RUNNERS-UP!

Putting the 'S' into Special, is this mega Sega compo! So why not give your tried and trusted Mega Drive a **32X** boost, and experience the awesome **Knuckles' Chaotix** game, too!

All you have to do is answer the following question:-

Q: Which Chaotix character can fly?

Write your answer on a postcard or sealed down envelope and send it to:-

Sega 32X-tra Compo!
Knuckles Knock-out Special
25-31 Tavistock Place
London WC1H 9SU

- **All entries to arrive no later than the closing date Friday 27th September, 1996.**

The **first three** correct entries chosen after the closing date will win a **Mega 32X/Knuckles' Chaotix** game pack. **Five runners-up** will receive a copy of the **Knuckles' Chaotix** game only. The winners will be notified by post. The Editor's decision is final and no correspondence will be entered into.

TIME TO MAKE TRACKS

Micro Machines
TURBO TOURNAMENT
96

For Micro Machines '96 we've jam packed an amazing 65 manic courses into the wildest and weirdest regions of the Micro Machines house.

And it's on the J-Cart, so 4 bedroom-busting eight players can dice it up on the craziest turbo tournaments yet!

Including
CONSTRUCTION KIT

For even more madness, use the all new Construction Kit to set up custom courses, and save 'em with the battery back up.

Micro Machines '96 is guaranteed to stop you in your tracks. And that's a racing certainty.

MEGA DRIVE™

J-CART
JOYPAD CARTRIDGE

Codemasters

KNOCK-OUT PIN-UP!

Art: Mike White

THE BIG K INTERVIEW

Thanks to Knuckles' kindness, the Emerald Hill Folk have re-built their homes on the Floating Island's Mushroom Hill Zone. The community is thriving, and the residents have their own local newspaper, **The Mushroom Hill News**. **M.H.N's** chief correspondent persuaded the island's heroic guardian to give this exclusive interview ...

Mushroom Hill News: First, on behalf of all the Emerald Hill folk, I'd like to thank you for allowing us to move to the Mushroom Hill Zone.

Knuckles: That's okay. You'll be safe from Doctor Robotnik here. If he ever does figure out where you all are, he'll still have a job getting through the island's protective force field.

MHN: For sure. Now tell me, have you always lived on the Floating Island?

Knuckles: I've lived on the Floating Island all my life. Until the Emerald Hill Folk came, I was the only living creature here.

MHN: What happened to the race of Echidnas who lived here in the past?

Knuckles: I don't really know what became of my people. One day they will return, but until then, my duty is to guard the Floating Island.

MHN: But if you've never met your people, how can you be so sure?

Knuckles: Look, I'd rather not talk about this subject, it's a private matter. Can we move on to something else?

Friend or foe?

MHN: Of course. How did you first meet Doctor Robotnik?

Knuckles: It was when his escape pod crash landed on the Floating Island.

MHN: And you rescued him, right?

Knuckles: I wasn't to know he was an evil dictator. Besides, he was the first person from Mobius I'd ever met.

MHN: Didn't you end up fighting for Robotnik, and rescued him when he was captured by Sonic?

Knuckles: I admit he tricked me. Robotnik told me Sonic was a hated and feared villain on Mobius. He also said that Sonic was determined to get his hands on the Floating Island's Chaos Emeralds, and protecting them is my top priority.

MHN: I see. Nevertheless, Robotnik himself ended up with the Master Emerald and used its power to launch his deadly space satellite, the Death Egg. Rumour has it he nearly succeeded in turning its death ray on the Emerald Hill Zone ...

Knuckles: That was much later. By then I knew the truth about Robotnik. Don't forget, it was me who eventually destroyed the Death Egg.

MHN: Of course, we all really appreciate that. Now, it was reported that your next encounter on the Floating Island was with the Marxio Brothers.

Knuckles: Oh, them!

MHN: I can imagine why you don't want to be reminded of the Marxios, because they tricked you too! Didn't they?

Knuckles: What of it, are you trying to say I'm stupid?

MHN: No, not at all. But it's a bit of a coincidence, isn't it?

Knuckles: Let me put the record straight. The Marxios had built an amusement park on the edge of the Floating Island ...

MHN: The Carnival Night Zone?

It-sa been-a nice-a knowing you!

Knuckles: How did you find out about that?

MHN: A reporter has his sources ... Anyway, tell me about Zachary.

Knuckles: Well, Zachary found his way to the Floating Island and claimed he was being pursued by a deadly robot that was out to kill him. I fought the robot and gave Zachary my protection. It turned out that the robot was actually controlled by Zachary, and he was just trying to gain my confidence so he could steal the power from the seven Chaos Emeralds.

Knuckles: That's it. They told me they would give me a share of the profits, which I could use to repair the derelict zones on the island.

MHN: Did it not occur to you that they might be working for Doctor Robotnik, and that the Carnival Night Zone was possibly a trap designed to lure victims in and convert them into Badniks?

Knuckles: No, why should I think that? Having lived alone on this island all my life, I'm not used to being lied to, but I'm learning really fast, though! The Marxio Brothers got what they deserved.

MHN: So what about Doctor Zachary? Didn't he trick you, too?

Knuckles: What?

MHN: Doctor Zachary, you remember! The only one of your lost race to return to this island!

MHN: Am I right in saying the robot actually succeeded in destroying the Master Emerald and absorbing its power?

Knuckles: Well yes, but I took care of it in the end.

MHN: How?

Knuckles: It doesn't matter. Everything's okay now.

MHN: I'm sure our readers would be eager to know the whole story...

Knuckles: Oh, all right then. When I defeated Zachary and his robot, I used the robot's head to replace the destroyed Master Emerald. Since the Emerald power was contained in the robot, the Floating Island was able to use that.

MHN: Boy, those Chaos Emeralds are nothing but trouble. First you let Doctor Robotnik steal them, and then you end up with the Master Emerald destroyed!

Knuckles: Listen pal, for your information, I've now replaced the Master Emerald with a new one.

MHN: I wonder how long that will last? Are you sure you're up to this 'Guardian of the Chaos Emeralds' job?

Knuckles: What do you mean?

MHN: Nothing ... I was just thinking out loud.

Knuckles and The Chaotix Crew in action!

Knuckles: Look, why don't you ask me about some of my great victories? Like when Tails and I travelled into the Nameless Zone and defeated the terrifying demon known as the Dark One? Or the time the Chaotix Crew and myself took on the Brotherhood Of Metallix? How typical of you journalists to always look for the bad news!

Mortal Metallix mashing!

MHN: Okay, I'll change the subject. Let me ask you about Sonic.

Knuckles: What about him?

MHN: Well, the big debate back at the Mushroom Hill Zone is, who's the strongest, you or him?

Knuckles: Come on, do you really expect me to answer that?

MHN: Yeah, we all thought it was Sonic, too!

Knuckles: I never said that! Sonic may be good, but I'm the strongest!

MHN: Of course, you would say that. But just look at Sonic's sparkling track record ...

Knuckles: Sonic's just a flashy show-off! Without me he'd never have escaped from the pyramid in the Sandopolis Zone, and when the Sky Sanctuary fell apart, I saved him from falling to certain death!

MHN: Yeah? Well who was it who got the Master Emerald back from Robotnik just in time to save the entire Floating Island? Sonic, that's who! You never talk about that, do you?

Knuckles: Listen, you're really beginning to make my dreads curl! What sort of questions are these anyway? Hey, wait a minute ... your face ... are you wearing a *mask?*

MHN: Ahh, d-don't touch that ... get off!

Knuckles: Sonic! What are you doing disguised as a reporter?

Sonic: Erm, even a super hero like me needs a day off!

Knuckles: What's the big idea with this interview? Are you trying to make a monkey out of me?

Sonic: Don't you mean an Echidna? Ha, ha! Come on, it's a bit of a laugh, isn't it?

Knuckles: No, it's ruddy well not!

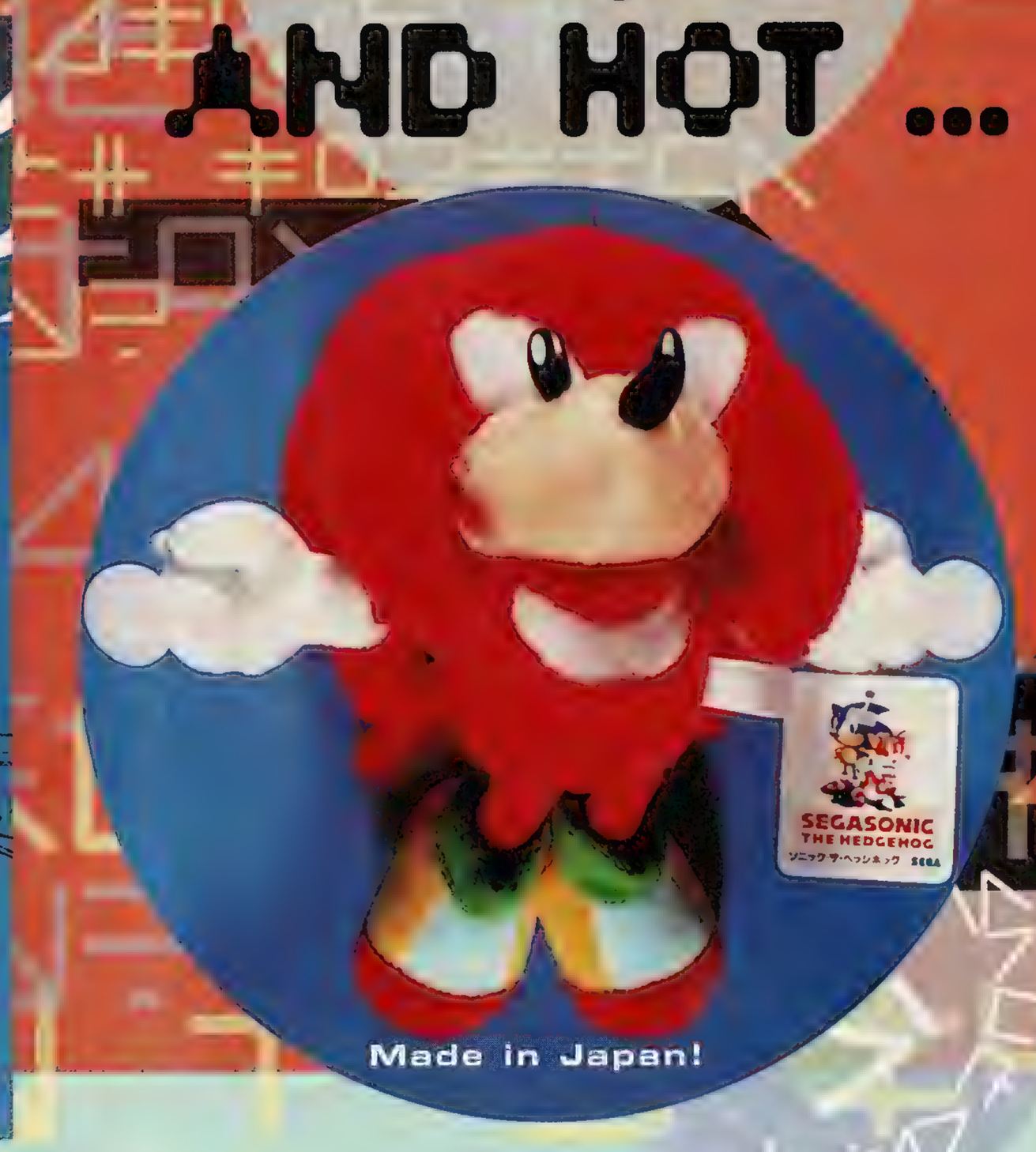
Sonic: Calm down! The trouble with you, Knuckles, is you've no sense of humour!

Knuckles: Okay, so, you want to know what I think of Sonic the Hedgehog, do you? Right, I think you're a total and absolute ...

Sorry, readers, but we'll have to leave Knuckles final words to your own imagination! K.F.C.

EXCLUSIVE!

THEY'RE RARE, RED AND HOT ...



Believe it or not, the **Knuckles Fan Club** are giving away two of the most prized items this side of planet Earth - a page of **Knuckles original artwork** *and* a **Knuckles cuddly toy!** Fancy being the number one Knuckles fan and owning them both?

HOW TO ENTER

Grab a pen now and answer the following questions:-

Q: Name the artist who drew the page of Knuckles artwork shown above. *(Hint - he's a regular comic-strip artist in the UK's official Sega comic ...)*

Q: The Knuckles cuddly toy is only available in which far eastern country?

Send your answers on a postcard or sealed down envelope with your name and full address to:-

Knuckles Knock-out Special Rare, Red, and Hot Compo!
25-31 Tavistock Place
London WCIH 9SU

All entries to arrive no later than **Friday 27th September, 1996**.

RULES

The first correct entry plucked at random from (the real) Knuckles' Emerald Chamber after the closing date, will win the **Knuckles original artwork and Knuckles cuddly toy**. The winner will be notified by post. The Editor's decision is final and no correspondence will be entered into.

JAKE'S STORY

Script: NIGEL KITCHING
Art: MIKE WHITE
Lettering:
ELLIE DE'VILLE

NIGHT TIME IN THE MUSHROOM HILL ZONE.

NOBODY NOTICES THE OMINOUS FIGURE WHICH KEEPS TO THE SHADOWS...

THE FIGURE PEERS SEARCHINGLY THROUGH AN OPEN WINDOW...

IT HAS FOUND WHAT IT WANTS!

THE BADNIK IS AN EGGROBO, AND ITS INTERNAL ELECTRONIC POWER SUPPLY IS NEARLY EXHAUSTED...

IT NEEDS A DIFFERENT SOURCE OF ENERGY...

HEY! WHAT'S GOING ON?

IT CAN'T BE ... IT'S A BADNIK!

SHOOOOM!

STOP!

NO, IT'S TOO LATE!

JAKE! HE ... HE'S GONE!

WE'LL HAVE TO CONTACT KNUCKLES ... HE KNOWS THE FLOATING ISLAND BETTER THAN ANY-ONE, HE'LL KNOW WHAT TO DO!

WHAT'S HAPPENED TO MY BOY?

IT WAS A BADNIK ... THERE WAS NOTHING WE COULD DO!

IT ONLY TAKES MINUTES FOR KNUCKLES TO GET ON THE TRAIL OF THE BADNIK.

THE VILLAGERS SAID IT WAS HEADING THIS WAY... TAKING IT STRAIGHT INTO THE LAVA REEF ZONE!

I THOUGHT I'D WIPED OUT ALL THE BADNIKS ON THIS ISLAND...

WELL, IT LOOKS LIKE I MISSED ONE!

HEY, THERE IT IS... NO SIGN OF THE KID THOUGH. NOT SURPRISING, HE'LL ALREADY BE INSIDE THE BADNIK!

IT'S DISGUSTING HOW THOSE CREEPS USE LIVE CREATURES AS LIVING BATTERIES!

MAYBE I CAN CATCH IT OFF GUARD...

WHAMM!

AGGGGH!

THEN AGAIN, MAYBE I CAN'T...

YOWCH! THAT WAS CLOSE! THESE HOLES SHOOT UP FLAME WITHOUT WARNING... I'D BETTER BE ON MY TOES!

FWOOOSH!

RIGHT... TIME FOR ME TO SCRAMBLE YOUR CIRCUITS AND CRACK YOU OPEN, EGGO!

FORGET IT! YOU WON'T CATCH ME LIKE THAT AGAIN!

TIME'S UP, BADNIK... ONE MORE BLOW AND JAKE WILL BE OUT OF THERE!

KRAAANG!

I JUST HAVE TO BE CAREFUL NOT TO HIT YOU TOO HARD... I DON'T WANT TO RISK HURTING THE KID!

NO!

FWOOOOSH

GOT TO SAVE JAKE... ONLY SECONDS...

WHOOOOOM!

NOOO!

RETURNING TO THE MUSHROOM HILL ZONE ...

KNUCKLES, YOU'RE BACK! HEY, LISTEN TO THIS ...

NOT NOW. THERE'S SOMETHING IMPORTANT I'VE GOT TO DO.

HOW WILL I BE ABLE TO TELL JAKE'S MOTHER WHAT HAPPENED? THIS IS SURELY THE TOUGHEST THING I'VE EVER HAD TO DO...

KNUCKLES! DID YOU TAKE CARE OF THAT BADNIK?

HUH? OH... YEAH ...LISTEN, I'VE GOT SOMETHING TO TELL YOU ... IT'S ABOUT JAKE ...

HI, MOM! HI KNUCKLES!

JAKE? BUT YOU'RE ... HOW? ... YOU WERE IN THAT BADNIK ...

NO WAY! I WOKE UP JUST BEFORE HE TRIED TO GRAB ME ... AND HID IN MY CLOSET!

I COULD HEAR LOTS OF SHOUTING ... IT WAS AGES BEFORE I COULD GATHER ENOUGH NERVE TO COME OUT!

KNUCKLES, DIDN'T YOU SAY YOU HAD SOMETHING TO TELL ME?

OH, NEVER MIND, IT WAS NOTHING IMPORTANT ...

THE END.

BADNIK ALERT!

DRIBBLER

ZONE ORIGIN: Speed Slider
DANGER RATING: 4
WARNING! This master ball handler could give NBA Jam players a run for their money.

BOMBBEARER C

ZONE ORIGIN: Techno Tower
DANGER RATING: 2
WARNING! Far from being shy and retiring, this dynamic little chap likes to go out with a bang!

POPTANK

ZONE ORIGIN: Marina Madness
DANGER RATING: 3
WARNING! One thing this piece of heavy artillery won't be firing is fizzy lemonade!

BUSHBUBBLE

ZONE ORIGIN: Botanic Base
DANGER RATING: 1
WARNING! An air-headed bubble-brained Badnik can do a lot of damage.

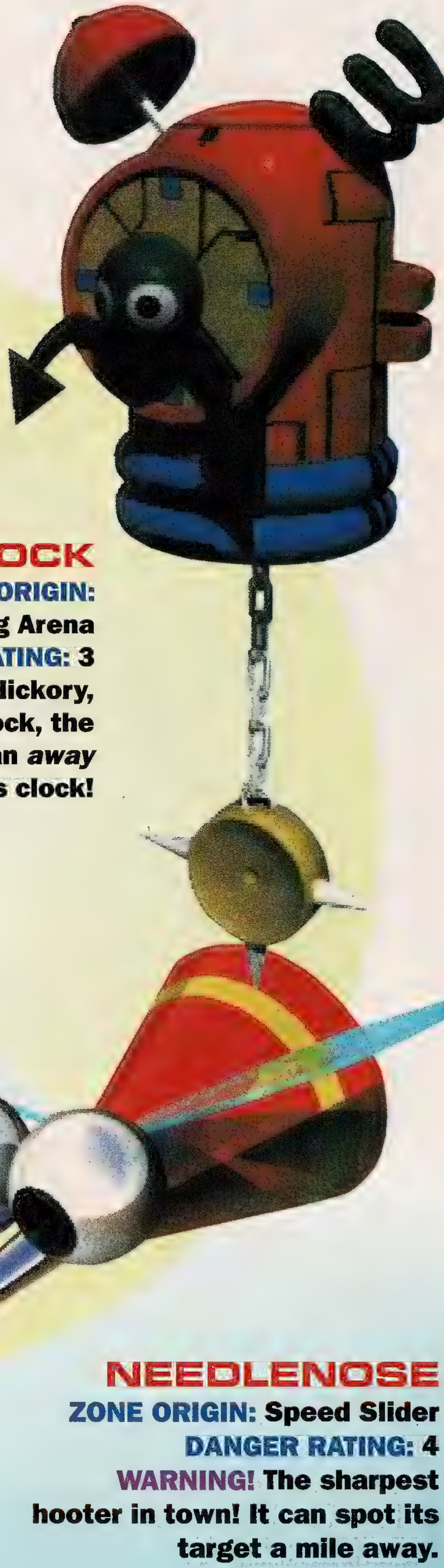
OOH-AH! OUCH! YIKES! ... AND THAT'S JUST LOOKING AT THEM! THIS MOTLEY CREW OF MECHANICAL MEANIES ARE DEVIOUS AND DANGEROUS, SO BE ON YOUR GUARD!

PIRAHNA

ZONE ORIGIN: Marina Madness
DANGER RATING: 3
WARNING! Just like the fleshy, fishy variety, it could well make a meal out of you.

SPIKETOWER

ZONE ORIGIN: Botanic Base
DANGER RATING: 5
WARNING! All-round spike protection makes this baddie impossible to batter.



TICKTOCK

ZONE ORIGIN: Amazing Arena
DANGER RATING: 3
WARNING! Hickory, dickory, dock, the mouse ran *away* from this clock!

NEEDLENOSE

ZONE ORIGIN: Speed Slider
DANGER RATING: 4
WARNING! The sharpest hooter in town! It can spot its target a mile away.

HOVERBY MK II

ZONE ORIGIN: Speed Slider
DANGER RATING: 4
WARNING! Stalking its prey from mid-air, you'll get a lot of bother with this hover!

GOTCHA

ZONE ORIGIN: Speed Slider
DANGER RATING: 4
WARNING! It's fast, furious and flat footed, and always get its victim.

RINGLEADER

ZONE ORIGIN: Techno Tower
DANGER RATING: 2
WARNING! A shady character that's never short of a few tricks up its sleeve.

MOTORSPIKE

ZONE ORIGIN: Amazing Arena
DANGER RATING: 5
WARNING! This heavy-metal piece of greasy gadgetry is a rebel without a cause.

CHAOTIX HINTS & TIPS

Forearmed with Badnik info and the following hints and tips, you'll cruise through the Chaotix game with ease.

BOTANIC BASE

Making your way through this beautiful forest is pretty easy, until you reach level four. Here, you need to go through a door in the background to reach the second part of the level. Press Up on the D-pad to enter and find the next door and press Up on the D-pad again to exit.

TECHNO TOWER

Step into the future and find your way through a labyrinth of switches which you must hit in order to reach the next part of the maze. On reaching level 3, go to the upper right-hand corner, until you get to a dead end. Jump to the left, and you will reach the exit.

MARINA MADNESS

Ship ahoy! Make use of platforms on the boats, for jumping to higher levels. In every level of this stage there will be a boat containing a yellow switch. Hit the switch in order to move the whole level up or down, otherwise you'll be dizzily going round in circles forever!

AMAZING ARENA

From this point on, you're in for a tough time! Start by locating the flashing coloured switch on the right wall, to activate a nearby clock. This will now open up walls that lead to other parts of the level. 'Boosters' will help project you and your partner in different directions, so make use of them. Jump into the mouth of the second and biggest vacuum you see, to transport you to the next level.

Levels 2, 3, 4 and 5, again contain switches, springs, boosters, vacuums and capsules to help you through. Remember, you can get yourself out of sticky situations by climbing up walls or throwing your partner up to platforms to reach the top.

SPEED SLIDER

Follow the paths through balloon-filled levels in this crazy carnival stage. Locate and hit the red spring in level one, continue, and this will take you to a bonus round. Once out of the bonus stage, hit the yellow and blue springs and continue, till you reach the clear sign.

In levels two and three, follow the paths and hit the coloured springs. There's also a second bonus stage. When you see an elevator, use it, otherwise you'll be running round in circles.

Beware of the unlockable door in level four. Try as you might, you won't get through, so go the other way instead! Keep your eyes peeled for a red saucer-shaped teleporter which takes you through a wall to reach the exit. In level 5, there are more elevators and springs! Again remember you can throw your partner up platforms and climb up walls. Continue, till you come to a hole in the ground which is big enough for you and your partner to fall in. Once through the hole, follow the path.

CRACKING CROSSWORD!

Unlock the secrets of the Chaos Emerald, by completing the crossword clues below. You can find some of the answers within the stories in this Special - so watch out! Once you have filled in all the answers, rearrange the special circled letters to reveal the identity of a familiar figure ...

CLUES ACROSS

2. Read about the adventures of Sonic and Knuckles every fortnight in this (1,1,1)
7. The star of this Special (8)
9. Total number of Chaos Emeralds (5)
12. see 17 down
13. The video company that AGES! (4)
14. see 29 down
16. It transports the Chaotix Crew from one dimension to another (4,6)
18. Traitor of this Pyramid? (4)
19. Robotnik's first name (3)
20. and 31 across. A member of Chaotix . . . . . THE . . . . ? (5,9)
23. Missing boy in the Mushroom Hill Zone (4)
24. see 28 down
25. The 32-bit games console that's out of this world! (6)
27. see 21 down
31. see 20 across
32. and 8 down. MS? (6,6)
33. Knuckles is this colour (3)

CLUES DOWN

1. Ancient city on the Floating Island (10)
3. see 17 down
4. Spiny anteater (7)
5. Colour of the world's most famous hedgehog (4)
6. MD? (4,5)
8. see 32 across
10. Sonic lives on this planet (6)
11. Nack is one (6)
12. The Chaotix . . . . ? (4)
15. The island Knuckles is guardian of (8)
17. 3 down and 12 across. Chaotix leader (6,3,9)
21. down, 27 across and 22 down. Where the Badnik goes in 'Jake's Story' (4,4,4)
22. see 21 down
26. Miles Prower's other name? (5)
28. and 24 across. Badnik in 'Jake's Story' (3,4)
29. and 14 across. The only Chaotix member who can fly (6,3)
30. The baddie in Knuckles' 'Reflections' (8)

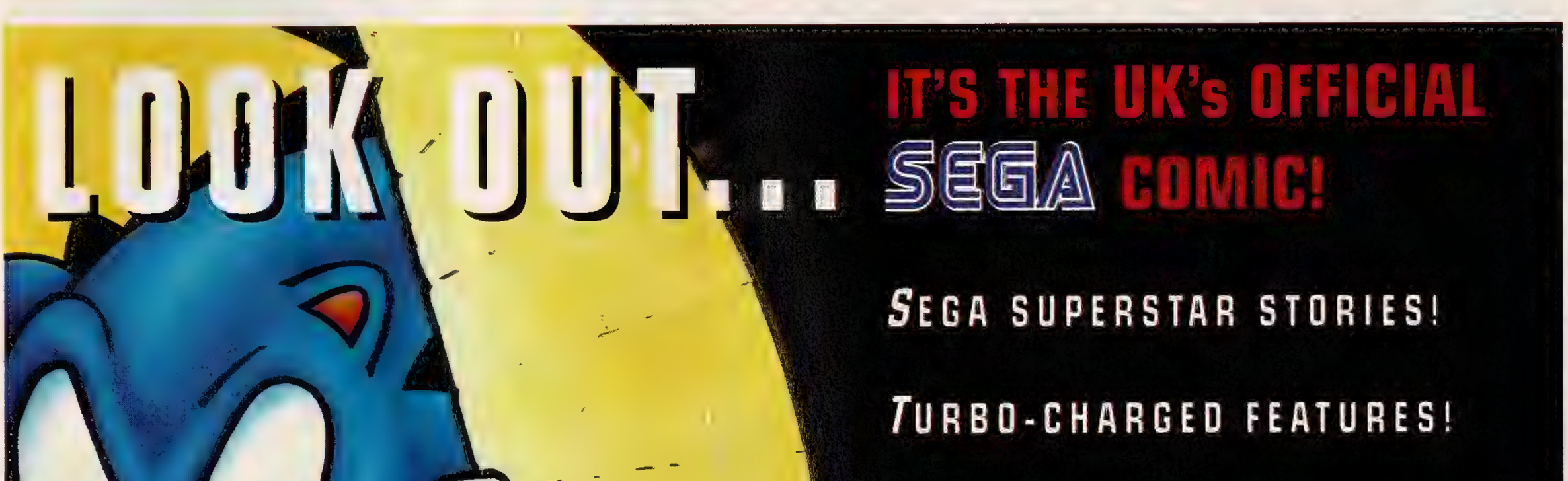
Puzzle pundit: William Potter

SOLUTION

Across:- 2 STC 7 Knuckles 9 Seven 12 Crocodile 13 Sega 14 Bee 16 Omni viewer 18 Lost 19 Ivo 20 Espio 23 Jake 24 Robo 25 Saturn 27 Reet 31 Chameleon 32 Master 33 Red

Down:- 1 Sandopolis 3 The 4 Echidna 5 Blue 8 Mega Drive 10 Mobius 11 Weasel 12 Crew 15 Floating 17 Vector 21 Lava 22 Zone 26 Tails 28 Eggman 29 Charmy 30 Imposter

Mystery Identity Revealed - DOCTOR ROBOTNIK - Not Evil, Just Misunderstood



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REFLECTIONS

Script: NIGEL KITCHING
Art: MIKE WHITE
Lettering:
ELLIE DE'VILLE

ON THE FLOATING ISLAND, A FAMILIAR FIGURE PAYS A VISIT TO THE MUSHROOM HILL ZONE.

HI, KNUCKLES, IT'S GOOD TO SEE YOU!

OUT OF MY WAY, CHUBBY CHOPS!

OOF!

VROOOM!

THE FLOATING ISLAND BELONGS TO ME AND IT'S TIME YOU ALL REALIZED WHO YOUR MASTER IS!

FROM NOW ON, YOU ARE ALL GOING TO BE MY SLAVES!

DON'T LISTEN TO HIM ... HE'S AN IMPOSTOR!

WHAT'S GOING ON? THERE ARE TWO KNUCKLES!

I'LL GIVE YOU JUST ONE CHANCE TO GET OFF MY ISLAND!

WELL, I WON'T KEEP YOU WAITING FOR THE ANSWER ...

BECAUSE HERE IT IS!

THWAKK!

AGGGGH!

THAT GUY JUST MADE THE BIGGEST MISTAKE OF HIS LIFE!

HANG ONTO THIS FOR ME, WILL YOU?

S... SURE!

WHATEVER YOU DO, DON'T TAKE OFF THE COVER!

BRAKK!

SO... FIGURED YOU COULD TAKE MY PLACE, EH?

WHY NOT? I'M A PERFECT DUPLICATE OF YOU... I EVEN HAVE YOUR MEMORIES!

BUT THERE IS ONE IMPORTANT DIFFERENCE...

WHAAAAM!

KRA-AAAK!

I PACK A BETTER PUNCH!

SO WEAKLINGS, WILL YOU BE MY WILLING SLAVES... OR SHALL I DESTROY YOU ALL LIKE I DESTROYED KNUCKLES?

YOU HAVE ONE HOUR TO CONSIDER YOUR FATE!

MOMENTS LATER...

HAS HE GONE YET... BOY, WHAT A BORE!

KNUCKLES, YOU'RE ALL RIGHT!

THE TWO OF US WERE TOO EVENLY MATCHED... IF I'D GONE ALL OUT TO FIGHT HIM, SOME INNOCENT BY-STANDER WAS BOUND TO GET HURT!

I DON'T GET IT, WHO IS HE?

"IT STARTED WHEN I STUMBLED ACROSS AN OLD PACKAGE..."

THIS IS SURE WRAPPED SECURELY...

RIP!

HMMM... I MUST SAY, I CUT A DASHING FIGURE...

HEY! WH... WHAT'S HAPPENING TO MY REFLECTION?

FREE! FREE AT LAST!

B-BUT THAT'S IMPOSSIBLE!

"IT WAS ONLY AFTER THE CREATURE ESCAPED THAT I NOTICED THE WARNING NOTE.

"IT EXPLAINED THAT THIS MIRROR WAS REALLY SOME KIND OF PRISON FOR EVIL SPIRITS!"

WHEN MY REFLECTION APPEARED IN THE MIRROR, ONE OF THE SPIRITS WAS ABLE TO BRING IT TO LIFE AND ESCAPE!

I'VE GOT THE MIRROR HERE ... SOMEHOW WE HAVE TO GET THE CREATURE BACK WHERE HE BELONGS!

THIS IS MY PLAN ...

SOON ...

WELL, YOU COWARDS, WILL YOU BE MY WILLING SLAVES?

NOT SO FAST ... YOU AND I HAVE SOME UNFINISHED BUSINESS!

WELL, YOU WON'T BE FOR MUCH LONGER!

CATCH ME IF YOU CAN, KNUCKLE-HEAD!

WHAT, YOU'RE STILL ALIVE?

AH, YOU'VE DECIDED TO TURN AND FIGHT... EXCELLENT!

THIS IS THE *END* FOR YOU, KNUCKLES!

WHAT?

NO! YOU *TRICKED* ME... I'M BACK IN THE *MIRROR!*

YEP, AND JUST TO MAKE SURE YOU *STAY* THERE...

KRSSSSH!

PITY... THAT MIRROR WOULD HAVE LOOKED *CRACKING* IN MY BEDROOM!

NOOOoo!

THE END.

BLUE IS THE COLOUR!

THE HEDGEHOG STRIKES BACK

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